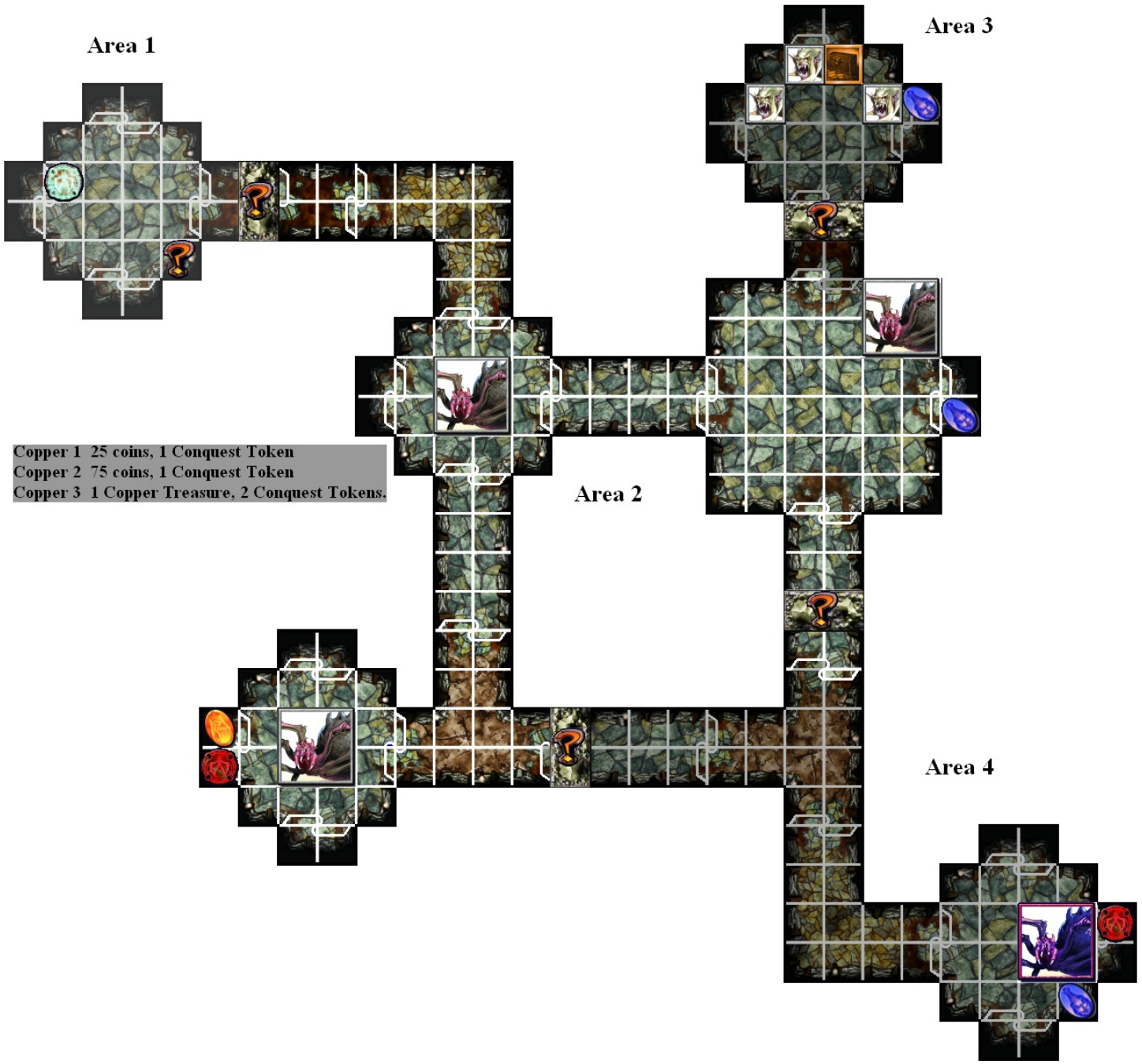
Area 1
Area 3
Area 2
Area 4
Copper 1 25 coins, 1 Conquest Token
Copper 2 75 coins, 1 Conquest Token
Copper 3 1 Copper Treasure, 2 Conquest Tokens.

Fan Created Scenario.
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Journey Home, Part One

By Makabriel

Scenario Background

You last adventure ended in failure. You were captured by your nemesis and brought before him. "With you out of the way, my plans for world conquest will go unhindered. Send them away!" You are taken away to room where his dark priests perfom a ritual around you and your bound companions. The last thing you remember is the world before you shimmering and warping, then you fall into unconciousness.

Mission Goals

Make it to the end of the cave with at least one player alive, and activate the last glyph

All of the walls with "?" require a Prolonged Melee (4) action next to the wall. The action is inertuptable and can be assisted. Once they succeed the next area is opened as if it were a door.

The OL starts out with a limited deck in this quest. Pick 5 spawn cards. Which cards the OL picks does not matter (see below). Pick all non door traps. Pick all event cards. Remove any expansion cards (noted by the symbol in the top right). The deck should have 23 non expansion cards. The OL starts the game with 3 cards. At the beginning of his turn he draws only ONE card. If the card he picks is a Spawn card, the OL may use that card to spawn in 2 normal Bane Spiders at a cost of 5 threat. Follow the standard spawning rules He may discard the card for 2 threat.

Also, the glyphs in the quest do not link to any Town. They are merely spawn points for the players. If they die, they may ressurect on any active glyph of their choosing at the beginning of their turn.

Area 1

You awaken to almost absolute darkness. You and your companions stumble around for a moment until one of you finds a lantern and lights it. You are in a small cave with seemingly no exits, however the wall to the east looks different than the rest. In the south east corner you see a pile of assorted gear. Maybe you can scavenge something.

If the players search the pile:
They find a Sword, a Dagger, a Shield, an Axe, a Mage Staff, Throwing knives, Chain Mail, Leather Armor, and a Tunic. The players can pass them out as they see fit.

Area2

The first thing you notice after you break through the wall are the spiderwebs. They are everwhere. On the floor, the walls, the ceiling. In the darkness things skitter towards you.

Area 3

As you break through this wall your eyes lock on the multitude of bodies piled, wrapped in webbing. This must be where the spiders let their food age. Three meals seem to be more alive than the others and stand to confront you, eager to be out. Even if it is through you.

Area 4

Breaking down what you hope is the last wall, you are relieved to see dayling streaming down the hallways. With a rush of elation you begin to make your way out, only to see your way blocked by a massive spider, it's eyes glaring angrily at you.

The quest ends once the players defeat the Spider and activate the last glyph. Award the players by raising their Conquest Token pool to the original rating if it below such.

Fan Created Scenario.
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